TRANSFORMERS UNIVERSE

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AIR RAID

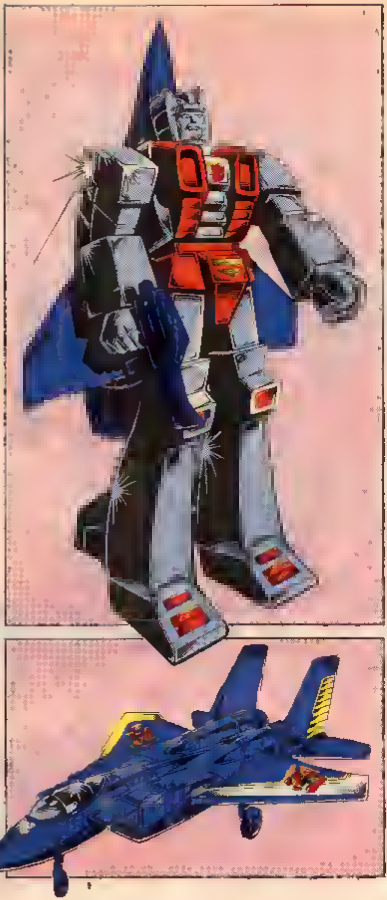
ALLEGIANCE AUTOBOT
SUBGROUP AERIALBOT
FUNCTION WARRIOR
FIRST APPEARANCE TRANSFORMERS #21

If you look first, you may not leap.

Profile Air Raid loves surprises. He prefers to suddenly streak into a cluster of Decepticons, whether they're air borne or on the ground, over shooting at them from long range. That always sparks the rivalries a bit, he laughs. Of all the Aerialbots, his tactics are the most fearless, although some might call them rash and foolish. No matter—his daring, hot-wild eyed personality focalizes either viewpoint. All his combat actions serve one goal that drives him above all else — he wants to have fun! And no matter what he's involved in, he achieves that goal — even in the middle of a war.

Abilities Air Raid can fly at speeds of up to Mach 2.5 and has a range of 1500 miles. He can shoot air-to-air heat-seeking missiles and in robot mode carries a torque rifle whose beam can apply up to 80,000 psi of rotational force to any object. Only the strongest materials can withstand warping and breaking under such pressure. He combines with his fellow Aerialbots to form the giant robot known as Superion.

Weaknesses His reckless behavior often leaves Air Raid exposed to greater odds than he can reasonably expect to handle.



ASTROTRAIN

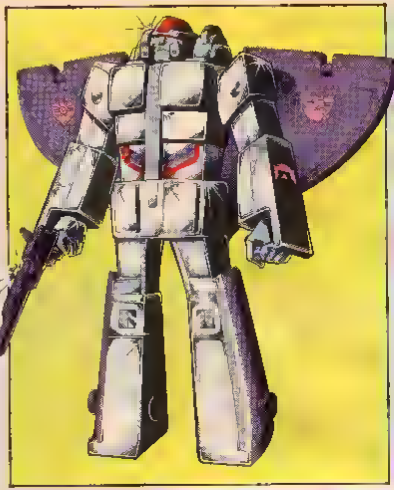
ALLEGIANCE: DECEPTICON
FUNCTION MILITARY TRANSPORT

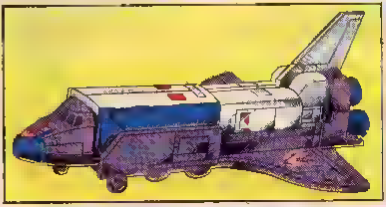
"In confusion there is opportunity."

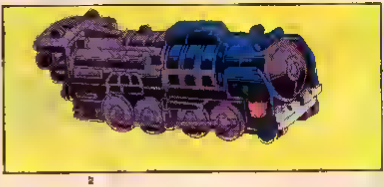
Profile Creating confusion is Astrotrain's specialty. As a Decepticon Triple Changer, he can switch from robot to locomotive train to space shuttle almost instantaneously. This ability not only leaves unsuspecting enemies perplexed, but often vulnerable to his attack. His favorite ploy is to lure an Autobot to chase him as he enters a railroad tunnel in train mode and then exits in shuttle mode. The Autobot is usually ill-prepared to battle the shuttle-mode Astrotrain and rarely knows whether two Decepticons or one confront him. But it is that particular moment when his opponent realizes his mistake that especially delights Astrotrain. He truly lives for that moment and thrives on his foe's panic and fear. It makes it all worthwhile. Astrotrain says gleefully, "That part I enjoy even better than destroying him afterwards!"

Abilities As a space shuttle, Astrotrain can achieve, under his own power, planetary orbit, where he can attain a maximum speed of 20,000 mph. He can launch weapons and satellites while in orbit and carry other cargo as well. If he carries an extra fuel supply, he can leave his orbit and is capable of true space travel, boosting his speed to 50,000 mph. He would be able to travel from the Earth to the Moon and back, but not much more. As a train, his top speed on rails is 400 mph, and he has a range of 1700 miles. In robot mode he has great strength and carries a powerful sonic displacer rifle which destroys by disrupting molecular bonds in metal alloys with its beam.

Weaknesses Astrotrain is prone to mechanical breakdowns as a train in his wheel assemblies. As a space shuttle his communications systems often fail him, and he must be wary of burning up while re-entering the atmosphere.







BEACHCOMBER

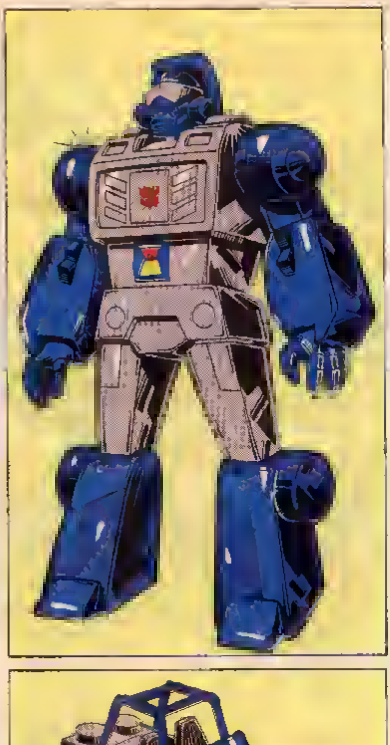
ALLEGIANCE: AUTOBOT
FUNCTION: GEOLOGIST
FIRST APPEARANCE: TRANSFORMERS #17

"Know the conflict within before facing the conflict without."

Profile: Warfare holds no interest for Beachcomber. He much prefers to take long, lone journeys into the vast expanses of desert wilderness and along the rugged coastal shores that occupy so much of the American landscape. Only in these places of such stark, natural beauty does he feel he can completely escape the conflict between the Autobots and Decepticons. Only in these places can he purge himself of the tensions that sometimes interfere with his operating efficiency and relax. He's cool-headed, low-key personality, he's what Earthlings would refer to as "laid back." But despite his feelings to the contrary, he never shirks his responsibility to fight for the Autobot cause when called upon. Deep down, he knows that until this side wins there is no true escape, no matter how far he travels into the desert.

Abilities: In vehicular mode, Beachcomber has a range of 800 miles and is capable of traveling over very rugged terrain. He's equipped with various magnetic, ionic, electrostatic, infrared, and sonic sensors, among others, which enable him to accurately determine the chemical composition of any terrain he visits, and he uses this ability to locate vital resources for the Autobots. In robot form, he has an unusually high agility, which makes him an elusive target.

Weaknesses: Mental stress can interfere with Beachcomber's performance, often making him vulnerable in combat situations. He is neither too strong as a robot nor too fast as a vehicle.



BLADES

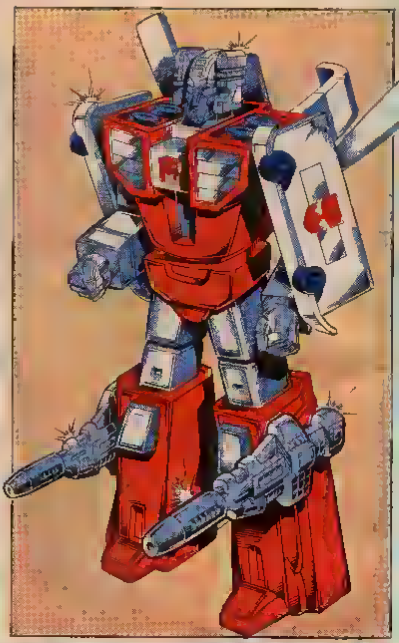
ALLEGIANCE. AUTOBOT
SUBGROUP PROTECTOBOT
FUNCTION AIR SUPPORT
FIRST APPEARANCE. TRANSFORMERS #24

War's a dirty game — and I'm a dirty player!

Profile Underneath Blades's aerodynamically designed steel skin beats the engine of your basic street fighter. He would much prefer using his rotor assembly to slash through a horde of Decepticons than to fly. But his function keeps him in the air most of the time, and that really irks his fuel. Not only is he prevented from engaging his enemies in hand-to-hand combat, but he can only strike at them by long-range air attack, a way he considers unsporting and cowardly. "If I'm gonna destroy someone, I want his fuel spurting all over me, not the ground below," says Blades. But this doesn't preclude Blades from doing his job and doing it well, a fact of which his fellow Protectobots are deeply appreciative.

Abilities Blades can reach speeds of 400 mph and has a range of 1,200 miles in helicopter form. He carries two rocket launchers that fire armor-piercing smart rockets, each of which seeks its target based on a computer image encoded within it. In robot mode, he carries a photon pistol that shoots light bursts with the equivalent brightness of 5,000 watt light bulbs, enough to temporarily blind all but those whose optical sensors are the most heavily shielded. He combines with his fellow Protectobots to form the giant robot known as Defensor.

Weaknesses In helicopter mode, Blades is ineffective in winds of more than 40 mph and is liable to crash in winds of more than 80 mph. His rotor blades are prone to metal stress fractures if not checked after every 5,000 miles of usage.



BLASTER

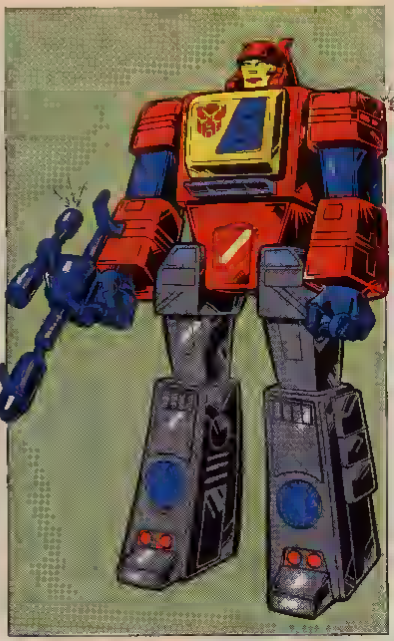
ALLEGIANCE AUTOBOT
FUNCTION COMMUNICATIONS
FIRST APPEARANCE TRANSFOR MERS #12

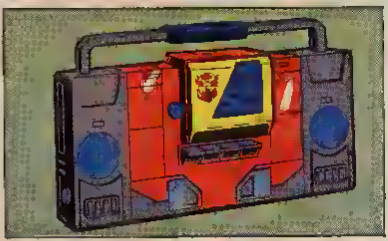
When the music is rockin' I'm rollin

Profile Blaster likes to turn it up loud! That goes for the way he does everything: fighting, talking, playing—living! If Blaster is involved, he makes his presence *known*. He is in the forefront of any situation. But aside from the things he normally does in the course of being an Autobot, he has a special passion: Rock 'n Roll. His ability to monitor radio transmissions has exposed him to many Earthen musical styles, all of which he finds interesting. But it is rock music—good hard and loud—that really sparks his circuits. He'd much rather be lost in the sound of a searing guitar solo than fight Decepticons. However, when called upon, he will do what he must for the Autobot cause, albeit reluctantly at times. As Blaster likes to point out, I hate changing channels in mid-song.

Abilities Blaster can assume the form and shrink to the size of an AM/FM stereo cassette deck. In addition to performing the normal functions of a deck, he can receive radio signals for all frequencies. He can detect signals with power outputs as weak as a millionth of a watt. His ability to transmit radio signals up to 4000 miles makes him the communications center for the Autobots. In robot form he carries an electro-scrambler gun which emits powerful waves of electromagnetic energy that disrupt the operations of all but the most heavily shielded electrical devices. In theory, the gun should interfere with the minute electrical impulses of the human nervous system, but Blaster has never used the gun on a human.

Weaknesses Blaster's most obvious weakness is for rock 'n' roll. He will walk unwittingly into a trap for the promise of hearing some new tunes. Radio static has the effect of hampering his operation and, even if strong enough, knocking him out completely.





BLAST OFF

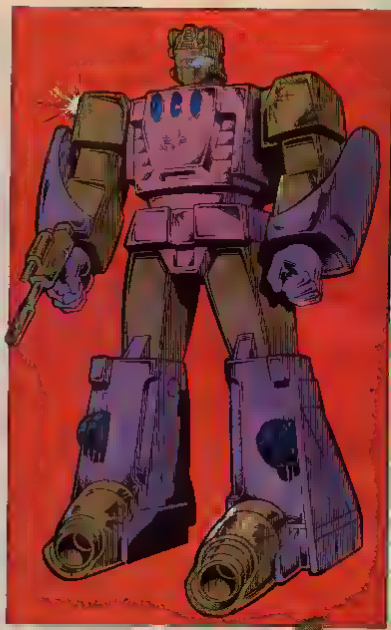
ALLEGIANCE DECEPTICON
SUBGROUP COMBATICON
FUNCTION SPACE WARRIOR
FIRST APPEARANCE TRANSFORMERS #24

"I destroy Autobots by choice, not by command."

Profile: Removed from the type of close-quarters combat his fellow Combaticons engage in, Blast Off soars through the vast vacuum of outer space feeling literally and figuratively above the other Transformers. He exudes an aristocratic belief that the problems of others are too petty and foolish for him to be concerned with. He appears quite happy in his role orbiting hundreds of miles away from his comrades. But his happiness is an act, a disguise he uses to hide his long distance loneliness. His aloof and superior manner is a taunt that prevents the other Decepticons from knowing his true feelings. None of this interferes with his performance—From his perch high above, he is cruelly efficient at raining destruction down on the world below. Perhaps because of the remoteness of his targets, perhaps because that's just the way he is, Blast Off feels not the least trace of remorse about his actions.

Abilities: In space shuttle mode, Blast Off can travel at 26,000 mph and stay in orbit up to eight months. From his nosecone he can emit a powerful x-ray laser that can burn a hole through a rocketing ICBM 12,000 miles away or hit an Autobot on the ground. The effectiveness of this weapon is reduced 80% by the Earth's atmosphere. He also carries relaying equipment that allows over the-horizon communication between Decepticons on the surface. In robot mode, he uses an ionic blaster which shoots a beam of highly charged particles that disrupts the flow of electricity in anything of an electrical nature. With his fellow Combaticons, he combines to form the giant robot, Bruticus.

Weaknesses: Blast Off has trouble re-entering the Earth's atmosphere. His heat shielding often cracks and fails, exposing him to potentially lethal damage. He is also relatively vulnerable to most forms of artillery.



BLITZWING

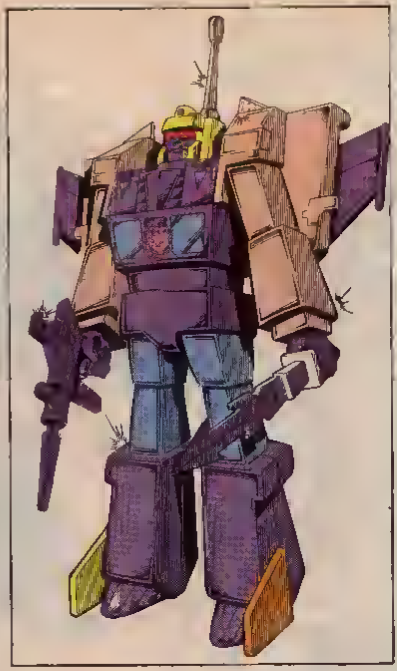
ALLEGIANCE: DECEPTICON
FUNCTION: GROUND & AIR COMMANDO

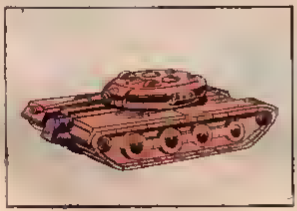
"Destroy first, think later."

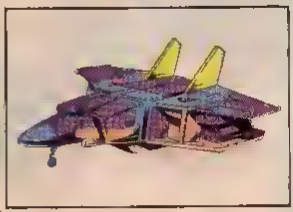
Profile: As a Triple Changer, Blitzwing's ability to rapidly transform from tank mode to jet fighter mode makes him one of the most lethally effective Decepticon warriors. Not only are foes confused by his talent, but rarely are they prepared to fight him in a second form after fighting him in the first one. And Blitzwing certainly relishes changing form. His favorite tactic is to dive at a target—living or otherwise—as a jet, change at the last moment to a tank, and then smash into the target just as he lands. This hardly ever fails to defeat a foe or amuse Blitzwing. He likes to think of himself as having a sense of humor although the things that make him laugh are typically cruel and harmful to others. He's loud-mouthed, belligerent and brash—wonderful qualities for a commando, terrible for all those who have to be around him.

Abilities: As a jet fighter, Blitzwing can fly at Mach 2.7 with a range of 1500 miles. He carries heat-seeking concussion missiles. As a tank, he can traverse most terrain, however rugged, and can achieve a speed of 28 mph. His tank-mounted cannon fires an explosive shell 3.5 miles that can level a 5-story brick building. In robot mode he uses an electron scimitar which can short circuit any electrical device with a touch of its blade, and a gyro-blaster rifle which disrupts the sense of balance of anyone it hits for 30 minutes.

Weaknesses: Blitzwing sometimes gets his circuits scrambled which results in him getting stuck in mid-transformation between forms.







BLUE STREAK

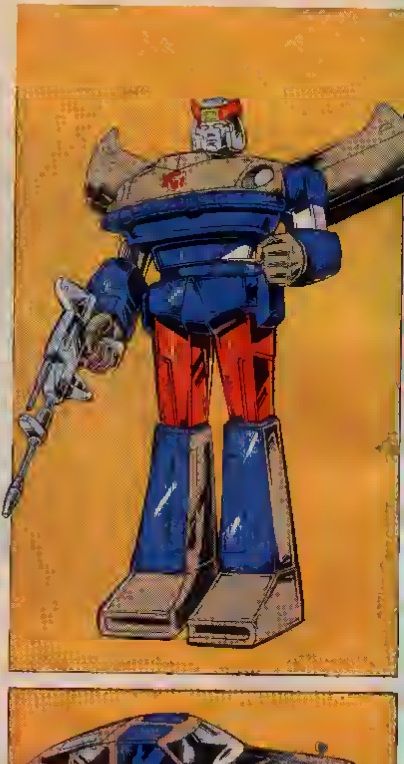
ALLEGIANCE: AUTOBOT
FUNCTION: GUNNER
FIRST APPEARANCE: TRANSFORMERS #1

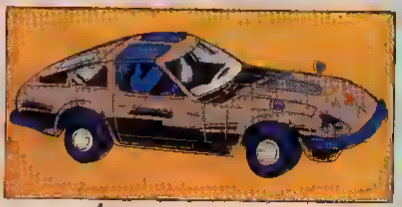
"I never met a Decepticon I didn't dislike"

Profile Conversations don't come easy when Blue Streak is around. His talent for incessant and often inane talk tends to drown out those close by but at least his gregarious manner serves to lighten the otherwise grim situation of the Autobots. What is not widely known is the underlying reason for his endless drooling to hide the fact that he hates war. Despite his formidable weaponry and his blazing speed he is basically not a warrior type. Autobot Commander Optimus Prime's faith in him helps sustain Blue Streak in the heat of battle. Optimus knows that one Streak will be forever haunted by the memory of his witnessing the total destruction of Cybertron by the Decepticons. He was the lone survivor. There's some demons runnin' loose inside that boy," says Hound, "and sometimes I thinks they grab hold of him and won't let him go."

Abilities In automobile mode Blue Streak is among the fastest Autobots. He can sustain speeds of up to 150 mph for more than 12 hours. In robot mode he carries twin shoulder-mounted rocket launchers each capable of hurling a shell containing four independently targetable warheads a distance of 8.3 miles with a maximum error margin of 12 feet from target at that distance. Each warhead possesses the concussive force equivalent of 150 lbs of TNT. His ion charge dispenser rifle electrifies a line of particles in the air in the direction in which it is pointed. By its nature its accuracy is limited but it can shoot an electrified particle beam resembling blue lightning a distance of 12 miles and punch a 10 foot hole in a cinder-block wall. The electrical charge of a single bolt can be as high as 60 000 volts.

Weaknesses As powerful and threatening as he is Blue Streak can be completely undone at times by his disdain for combat and his reluctance to fight.





BOMBSHELL

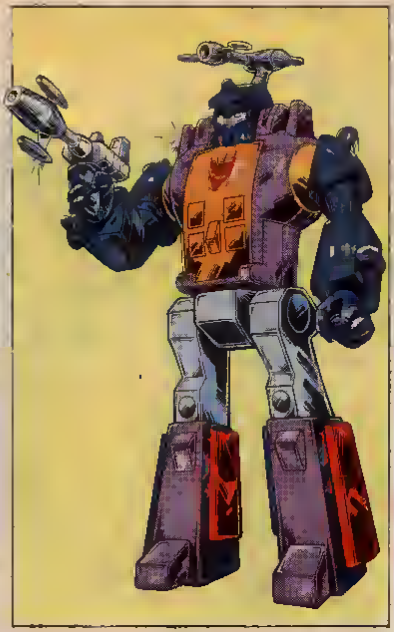
ALLEGIANCE: DECEPTICON
SUB-GROUP: INSECTICON
FUNCTION: PSYCHOLOGICAL WARFARE
FIRST APPEARANCE TRANSFORMERS #15

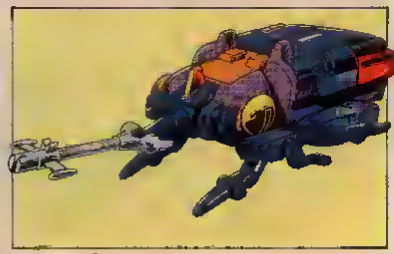
"The mind is my playpen!"

Profile: Whether it refers to a rebel's or a human's, Bombshell's credo carries the same awful meaning—once he sinks his stinger into someone's head, it's unlikely that that someone will ever think for himself again. His ability to turn foes into helpless accomplices makes this insecticon one of Decepticon Leader Megatron's favorites. And Bombshell's interest in his victim doesn't end with mere control of his mind. Given his cruel sense of humor, Bombshell finds nothing more entertaining than to have his unwilling followers perform embarrassing and debasing acts—an amusement he eagerly shares with his evil comrades.

Abilities: In his insect form, Bombshell is particularly adept at using his tiny size to infiltrate human populations. He then uses his stinger to inject a tiny cerebro-shell into a human's head. The micro-circuited device travels through the blood until it reaches the brain, whereupon it opens up and releases tens of thousands of connecting wires. The wires coil around nearby neural dendrites until the human's conscious functions are effectively rerouted through the cerebro-shell, which puts the mind of the victim under the remote control of Bombshell. He has a flying range of 5.7 miles in this form. In his larger robot form, Bombshell's stinger is used in much the same way against other robots' high-function mental circuitry. The major difference is that once the stinger is pressed against the metal casing of a victim's head, the small laser torches on the side of the stinger rotate rapidly to carve a small hole in the casing, allowing the stinger to inject a cerebro-shell. He also carries a head-mounted mortar that can throw a 50-pound explosive shell 8 miles with very good accuracy.

Weaknesses: Successful removal of one of Bombshell's cerebro-shells allows its possessed to use it against him by sending false signals back to him. Some tougher metals are impervious to his laser torches. Often, Bombshell will make the mistake of staying with his victim rather than paying more attention to more important matters, such as an Autobot assault.





BONECRUSHER

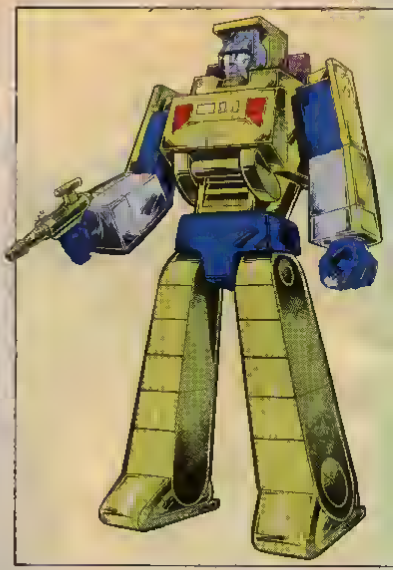
ALLEGIANCE: DECEPTICON
FUNCTION: DEMOLITIONS
FIRST APPEARANCE: TRANSFORMERS #10

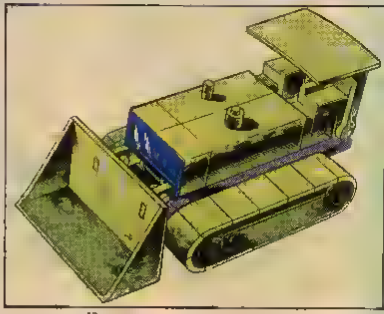
"Hit it till it stands no taller than the dust."

Profile: A rubble-strewn wasteland is Bonecrusher's idea of a beautiful landscape. Ruin is the edifice that he feels is better off left standing. For him, demolition is not merely a job — it is a performance. He loves to show off for his comrades. And Megatron realizes that the fear and terror sowed by this Constructicons wild ways is a bonus by-product that can only help the Decepticon conquest of Earth's resources. Bonecrusher's attitude about the world around him can best be summed up by his personal credo: "Everything is dust — or it will be when I get through with it!"

Abilities: In vehicular mode, Bonecrusher can exert a force of 800 000 pounds per square inch at a speed of 30 mph — enough to knock down all but the most heavily reinforced structures. His thick titanium steel hide makes him virtually invulnerable to anything that might collapse upon him as a result of one of his charges. He can use a short-range concussion bomb launcher to aid his demolitions. In robot mode he carries a laser pistol. He serves as the left arm module which, when combined with his fellow Constructicons, forms the giant robot known as Devastator.

Weaknesses: Bonecrusher's eagerness to wreak destruction often results in the loss of structures that had potential value for the Decepticons. Although he is rarely harmed by the collapse of a building on him, he is sometimes buried and finds it difficult to free himself at those times.





BRAWL

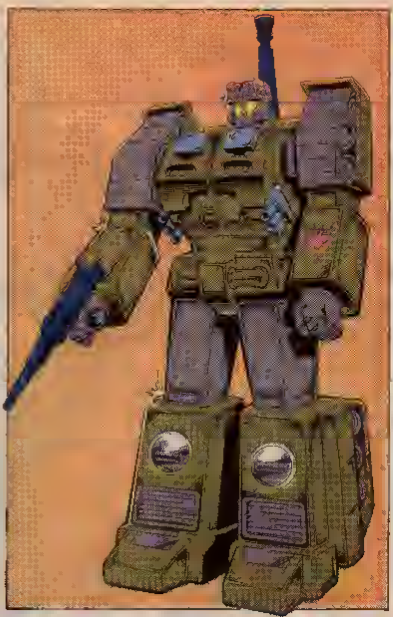
ALLEGIANCE DECEPTION
SUBGROUP COMBATICON
JUNCTION GROUND ASSAULT
FIRST APPEARANCE TRANSFORMERS #24

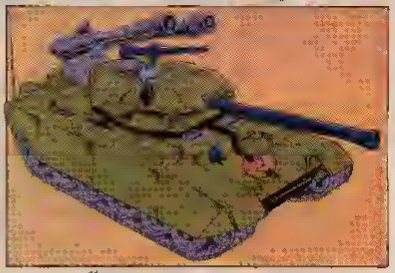
I was built to be wild!

Profile Brawl is loud. Whether he's talking, shouting or merely moving, he makes a lot of noise—grating, clanking, booming noise that irritates all those nearby. Thumb and fire alike. As unpleasant as that side of him is, there are other aspects of his personality that his fellow Combaticons consider even worse. He has a hair trigger temper and expresses his frequent anger with a savage fury truly terrible to behold. But, at least this seething rage that drives him, that makes him so unpleasant to be with, also makes him a brilliantly effective warrior. He makes no secret of his blustering belligerence: the mere sound of his approach is enough to unnerve Autobots. His actual arrival can paralyze them with mind-numbing fear. If he wasn't always so angry, Brawl might find this pleasing.

Abilities Brawl possesses enormous strength and resistant to most conventional artillery. In tank mode he can reach speeds of 45 mph and has a range of 600 miles. His turret-mounted gun shoots a shell up to a distance of 3.5 miles with an explosive force of 200 lbs. of TNT. His twin sonic cannon shoots powerful, ear-splitting bursts of concentrated sound energy of up to 300 decibels. He can manipulate this energy in stereo (a result of the cannons' dual configuration) to shatter anything from a crystal wine glass to a cinder block bunker. In robot mode, he wields a 10-megawatt electron gun. He combines with his fellow Combaticons to form the giant robot Bruticus.

Weaknesses Brawl is virtually incapable of being quiet, making him an easily identifiable target as he approaches a battle. In tank mode, his turret is prone to getting locked in one position, particularly in dusty environments.





BRAWN

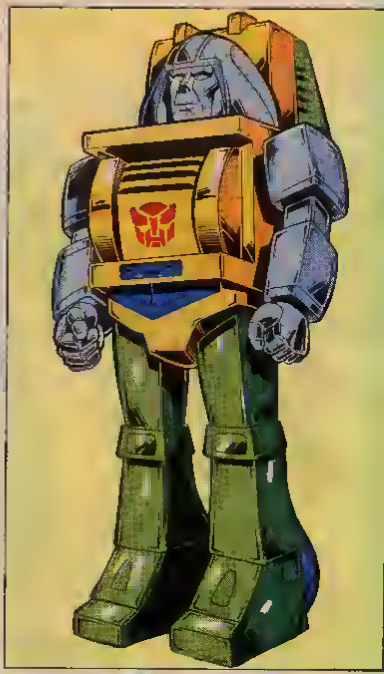
ALLEGIANCE: AUTOBOT
FUNCTION: DEMOLITIONS
FIRST APPEARANCE: TRANSFORMERS #1

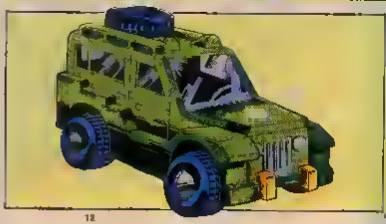
Might over microchips

Profile: Brawn looks on Earth as essentially a hostile environment—and he loves it. He is the most macho of the Autobots. He delights in challenges and when he faces one he becomes fully alive. He is strong, rugged and very agile—which is why he is frequently teamed with Bumblebee when the Autobots are in a mountainous environment—but it is his enjoyment of the challenge that makes him valuable to his leader Optimus Prime. He won't be discouraged and that helps the morale of the rest. He is hardy and enjoys a good joke if it is not too subtle. His main fault is that he tends to be contemptuous of those not as tough as he.

Abilities: Brawn is one of the strongest Autobots. He can lift up to ten tons and knock down a small building with one punch. His endurance and resistance to artillery fire are among the highest of the Autobots.

Weaknesses: As the Autobot with perhaps the least sophisticated circuitry—most of his components focus on his strength—Brawn is very vulnerable to attack by electromagnetic and other types of waves. His eagerness to show off his strength often results in his using it improperly and without thinking. He's been known to destroy an entire building before realizing it's the wrong one.





BREAKDOWN

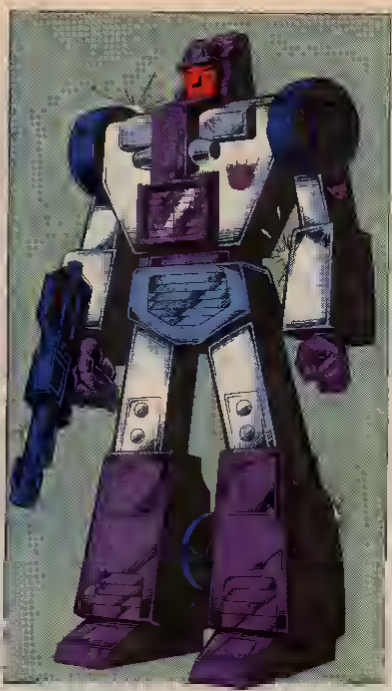
ALLEGIANCE: DECEPTICON
SUBGROUP: STUNTICON
FUNCTION: SCOUT
FIRST APPEARANCE: TRANSFORMERS #22

"Keep your optical sensor to yourself!"

Profile: When Breakdown is in his car mode, his thinks everyone else is staring at him. Not just living creatures such as other Transformers and humans, but humans' cars, stoplights... *anything* mechanical. Heavy traffic can be a particularly nerve-wracking experience for him. His circuits sometimes get so overloaded with worry that he even stalls out. The root of his concerns is that someone will see him for what he really is—an alien on a strange world. Despite his earthly disguise, Breakdown is constantly aware that underneath the hood he is *different*, and the thought haunts him. He'd be happier if he were a human—that way he feels he could just anonymously fit in anywhere and be in a better position to help conquer the Earth!

Abilities: The rumbling vibration produced by Breakdown's engine while he's in car mode can cause mechanical failures in other vehicles. He can travel at speeds of up to 220 mph. In robot mode, he uses a weapon of a similar nature—a concussion cannon—to get the same results, except with the cannon he's better able to target his prey, and the effects are more devastating. He combines with his fellow Stunticons to form the giant robot Menasor.

Weaknesses: Often Breakdown's extreme self-consciousness negatively affects his performance, particularly in his role as a scout, in which he must venture into numerous tension-producing situations. He also suffers from his own mechanical problems—sometimes a leaky fuel pump in both car and robot modes that can grind him to a halt.



BROADSIDE

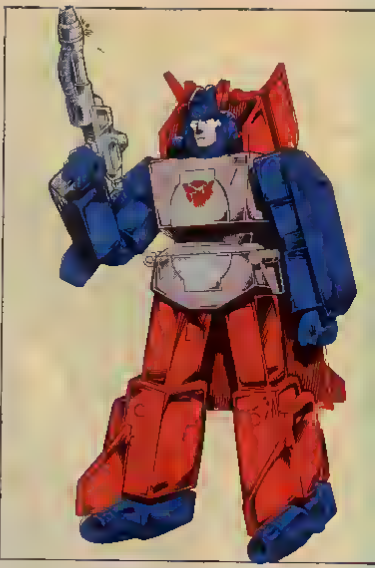
ALLEGIANCE AUTOBOT
FUNCTION AIR & SEA ASSAULT

I like the sea far away and my feet on the ground

Profile Broadside is very uncomfortable about transforming to aircraft carrier or jet mode and with good reason. Floating on water upsets his gyro-balance circuitry making him feel as if he's functioning at less than peak performance — this mechanical equivalent of seasickness. And has even more distressed while flying since he has a natural fear of heights. He strongly detests these Earthen forms and is quite vocal about it. But despite everything he manages to overcome these problems in battle. He is an effective and valiant warrior and his fellow Autobots value him for these qualities. They just wish Broadside would do his job without griping so much about it.

Abilities In aircraft carrier mode Broadside expands his form to a 1200-foot length giving him the capacity of landing jet aircraft and carrying other Autobots and vehicles. Having little of his offensive capability of his own in this mode, Broadside relies on these passengers for protection. His titanium steel hull and deck protects him from most enemy fire but he's vulnerable to high-energy beam weapons. An internal fusion reactor powers him in this mode allowing him a speed of 40 knots and a range of 15 000 miles. In jet mode he can reach speeds of 1600 mph and has a range of 2500 miles. He can project a powerful electric field around his jet form that will kill anything within 1.5 miles of him with 80 000 volts. Of course, for this weapon to be effective his target has to be electrically grounded somehow. In robot mode he carries a high energy plasma pulse gun and a vibro axe that shatters what ever it cleaves into by emitting powerful high frequency vibrations.

Weaknesses Aside from the aforementioned seasickness, fear of heights and lack of offensive capabilities while in carrier mode, Broadside also suffers severe corrosion when exposed to salt water for extended periods. His armored skin flakes and peels if he's at sea for longer than two days.



BRUTICUS

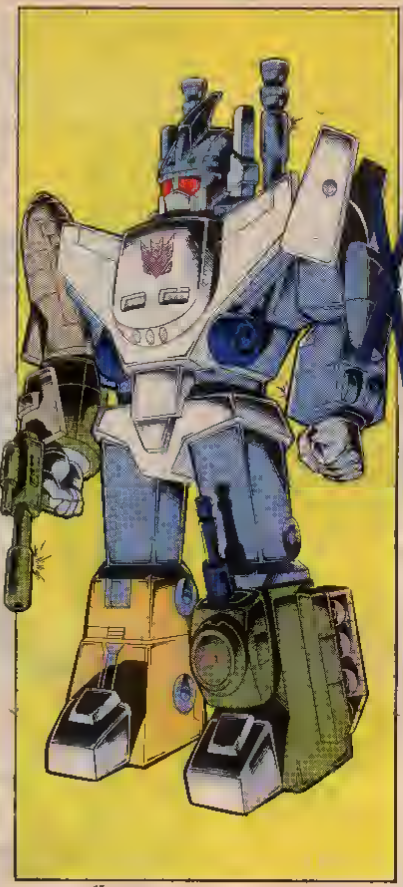
ALLEGIANCE: DECEPTICON
SUBGROUP: COMBATICON
FUNCTION: WARRIOR
FIRST APPEARANCE: TRANSFORMERS #24

The road to conquest is paved with Autobot wrecks.

Profile: Bruticus is a model soldier. He performs his tasks with the cool, efficient unquestioning manner that would bring an auditory module to auditory module smile in the face of any military commander. He knows how to follow orders. But he's not very good at taking initiative on his own. In fact, he's liable to stand around looking confused in the middle of a battle if nobody is there to tell him what to do. Still, he represents a fairly successful merging of the minds and personalities of the five Combaticons — crawl, Swindle, Blast Off, Vortex and Onslaught — who comprise him. Whether he's just crushing an Autobot, or flattening a whole team of them, Bruticus just does his job. Like Mr. Ed says, he's not a people pleaser. I wish I had a whole army of Bruticuses! Luckily for the Autobots, he doesn't.

Abilities: Bruticus is horribly strong. He can pulverize a suspension bridge with one 14,000 psi punch. He can lift up to 500,000 pounds. He uses Onslaught's powerful sonic stun gun, which can smash a hillside to dust with a single blast. His armor is impervious to most artillery and radiation.

Weaknesses: Bruticus is slow and not very agile. He makes an easy target. He is not a creative thinker, and can sometimes even be a hindrance in battle if not properly prepared with instructions.



BUMBLEBEE

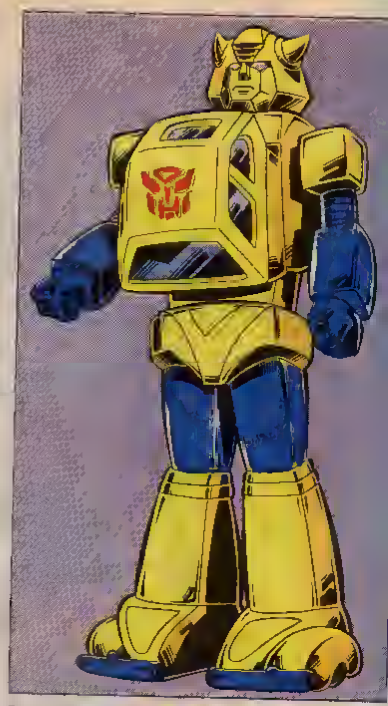
ALLEGIANCE: AUTOBOT
FUNCTION: ESPIONAGE
FIRST APPEARANCE: TRANSFORMERS #1

"The least likely can be the most dangerous."

Profile: Bumblebee is the Autobots little brother. He's small, eager, and at times can be a bit of a smart mouth. Yet for all his wisecracks, he obviously idolizes the bigger robots, especially Optimus and Prowl. He is useful as a messenger and as they can go where other vehicles would not dare because he does not look threatening. And his relatively small size occasionally enables him to use routes not available to the others. More than anything, Bumblebee wants to be accepted, and this sometimes causes him to take chances he shouldn't.

Abilities: As he can get up to 1 at times more use out of a unit of fuel than the next most efficient Autobot, Bumblebee is often called upon at times of low energy resources. His visual acuity rates tops of all Autobots, he can spot a 10 - 10 object at a distance of 48 miles on a clear day. His adaptability to wilderness environments makes him particularly important in undersea reconnaissance and salvage operations.

Weaknesses: Bumblebee is physically the weakest of the Autobots and the most easily damaged. His stealth more than compensates for this liability.



BUZZSAW

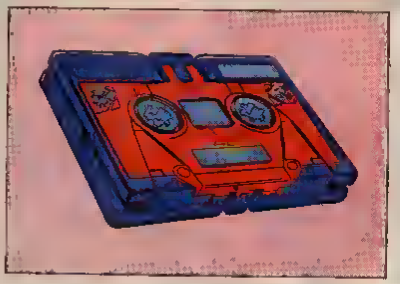
ALLEGIANCE: DECEPTICON
FUNCTION: RECONNAISSANCE
FIRST APPEARANCE: TRANSFORMERS #1

"My bite is worse than my bark."

Profile: Given his reputation for civility and sophistication it might seem surprising at first that Buzzsaw is also one of the cruelest and most destructive of all Decepticons. But his two sides are not contradictory. He carries out his lethal tasks with the careful, reasoned approach of a fine artist, with the cool precision of a neurosurgeon. He views every awful undertaking as the beginning of a new masterpiece. Every opponent he defeats marks a completion. And, like any true artist, nothing can sway him from his commitment to his deadly craft. He will only end his career when the Autobots are no more.

Abilities: Using his optical sensors, Buzzsaw can pinpoint and photographically record a thumbtack at 20 miles, making him invaluable on spy missions. He can fly virtually soundlessly at speeds up to 250 mph for a distance of 1500 miles. He is equipped with two mortar cannons that can fire five rounds per minute. His most feared weapon is his beak which, with its diamond hard micro serrated edges, he can use to carve up all except the most strong-skinned opponents. And, like the artist he is, he uses his beak with great finesse.

Weaknesses: Buzzsaw has a tremendous ego. If one of his carefully planned operations should go astray, ruining what he considers a work of art in progress, he will often stop and sulk, rather than improvise and proceed.



CLIFFJUMPER

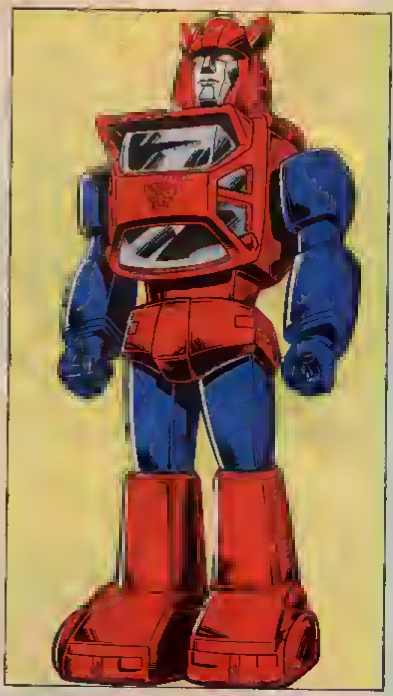
ALLEGIANCE: AUTOBOT
FUNCTION: WARRIOR
FIRST APPEARANCE: TRANSFORMERS #1

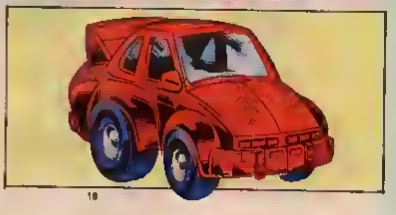
"Strike first, strike fast, strike hard."

Profile: Let me at 'em is Cliffjumper's usual response when the Autobots embark on a mission. His eagerness and daring have no equal among the Autobots. Optimus Prime knows this gung-ho trait is an expression of Cliffjumper's burning desire for vengeance in the Decepticons. Although he takes his work very seriously, Cliffjumper is full of good-natured bravado while he's doing it. He doesn't actively relish Earth, but he considers its rough, on-even terrain a challenge to his effectiveness, and too often is carelessly destructive. Often he is on the receiving end of a lecture from Optimus on caution and the protection of Earthen property.

Abilities: Cliffjumper is one of the fastest of the Autobots in his automobile mode, and he makes a particularly effective target for drawing fire away from other Autobots, a job he relishes and seldom gets hurt doing. He can fire projectiles filled with what he calls glass gas. On impact, this gas disrupts the microscopic crystalline structure of most metals, temporarily making the metal as brittle as common glass.

Weaknesses: Cliffjumper is prone to literal blow-outs in his automobile mode. He accelerates so quickly and recklessly that he is sometimes disabled before he goes 50 yards. His overeagerness can often lead him into dangerous situations that he's not prepared to handle. And sometimes, if the wind is blowing toward him, he can fall victim to his own glass gas.





COSMOS

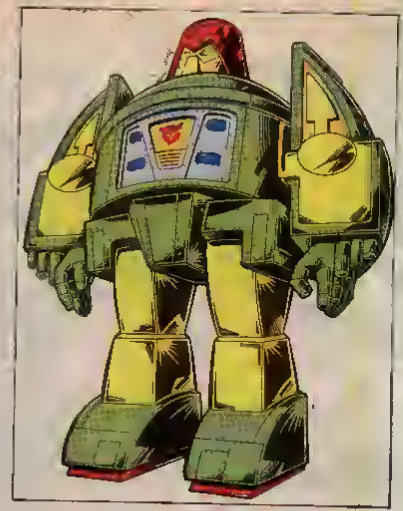
ALLEGIANCE: AUTOBOT
FUNCTION: RECONNAISSANCE & COMMUNICATIONS
FIRST APPEARANCE: TRANSFORMERS #16

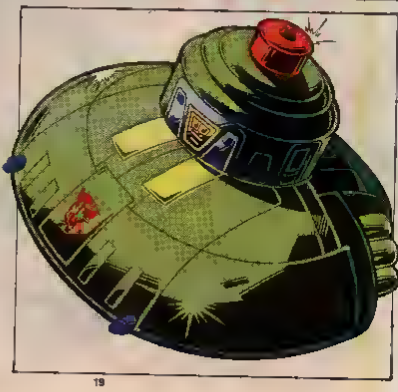
"Reach for the stars but never leave your friends."

Profile: Ricocheting around the vast gulfs of outer space might seem like fun, but Cosmos knows the truth: it gets lonely up there. Sure, he understands that every Autobot has a job to do in the battle against the Decepticons and he accepts his without argument. But he's not always happy about it. Sometimes, to relieve the boredom of a long vigil orbiting the Earth, he'll zip down at night and scare a few humans by hovering over their back yards. He also delights in showing off his maneuverability by zig-zagging through an occasional meteor shower. But mostly he maintains his solitary orbit. At least he's comforted by one thought: he never gets stuck in any traffic jams like his auto-like brethren below.

Abilities: As a spacecraft, Cosmos can achieve Earth orbit and, with enough fuel, can reach escape velocity and go for relatively short jaunts—the Moon and back, for example. He can reach speeds of 40,000 mph. He can use himself as a communications satellite by bouncing signals from one Earth location to another. His optical sensors can see and record objects as small as a bicycle from 600 miles high. He has a high-powered periscope beam capability that he can use with pinpoint accuracy in either spacecraft or robot mode.

Weaknesses: Cosmos is not well suited to function as a robot on the ground—he's slow, awkward and not too strong. Sometimes in his search for some pleasant diversions to relieve his boredom, he neglects his job. This unreliability can occasionally result in problems for any Autobot depending on him.





DEAD END

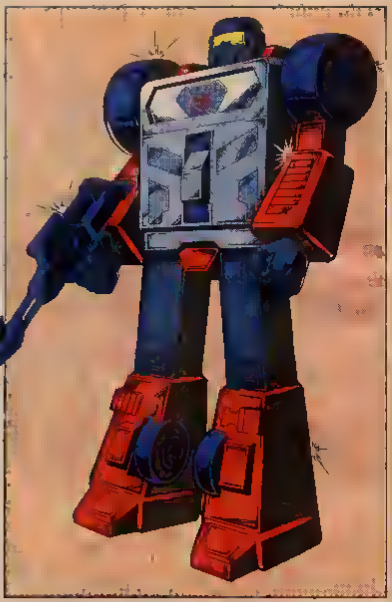
ALLEGIANCE: DECEPTICON
SUBGROUP: STUNTICON
FUNCTION: WARRIOR
FIRST APPEARANCE: TRANSFORMERS #22

'We are all just fooled for fuel.'

Profile: Bullen and fatalistic Dead End sees little reason to continue the Autobot Decepticon War since all Transformers eventually become inoperative anyway even though it might take tens of thousands of years. Yet he spends more time keeping himself unmanned and shy than any of his fellow Stunticons and rarely not feel upon Motormaster who speculates that Dead End wants to at least make sure he leaves a pretty wreck when he dies. This variety leads to a lot of teasing and derision directed toward Dead End which just makes him feel worse. The only thing that can lift his spirits is blasting Autobots in battle despite what he says about the pointlessness of it all. It seems he's too busy trying to save his own life to get depressed about the possibility of losing it.

Abilities: In car mode, Dead End can reach speeds of up to 220 mph. He emanates a radar signal that allows him to detect the movements of any vehicle or robot within a 200-mile radius, and he can use it to mentally map the surrounding terrain as well. He's adept at using this ability to lead enemy Autobots into traps—such as dead ends! In robot mode, he carries a compressed-air gun which can let out a blast of air that packs a 40 000-psi punch, enough to splinter a grove of oak trees. He combines with his fellow Stunticons to form the giant robot Menasor.

Weaknesses: Dead End is a fearless fighter in battle, but getting him motivated to begin fighting is always a problem. Sometimes he can be so listless and depressed that it takes a direct hit with a cluster bomb to spur him to fight. When that happens, he's usually no longer in any condition for battle.



DEFENSOR

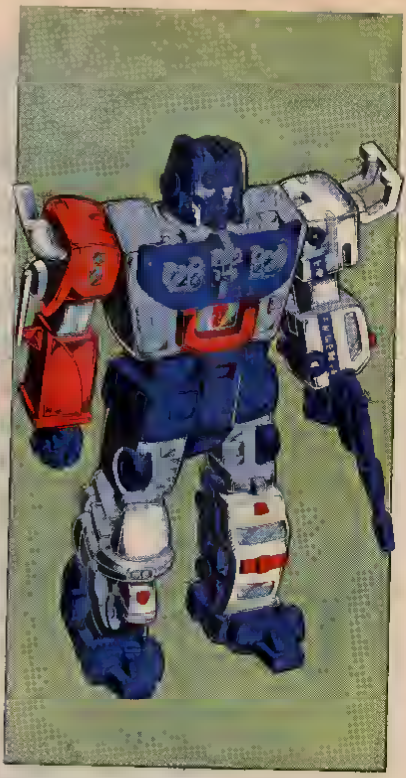
ALLEGIANCE: AUTOBOT
SUBGROUP: PROTECTOBOTS
FUNCTION: DEFENSIVE OPERATIONS
FIRST APPEARANCE: TRANSFORMERS #24

"As long as one innocent being is threatened, none are truly free."

Profile: Charged with the awesome responsibility of protecting humans from Decepticon attacks, Defensor views the people of Earth as if they were his own children. Using all his power and strength, he'll fight until his last drop of fuel is expended, before he'll allow a person to be harmed. His is a kinship that defies logic. In fact, many of the other Autobots worry that Defensor undermines his own effectiveness by being so emotionally attached to humans. Inevitably Defensor is disappointed by this crossspecies friendship he tries to foster. Although he thinks of himself as one of the humans, much like a sheepdog among a flock of sheep, rarely do humans consider this hulking mechanical alien one of them. More likely they consider Defensor a threat, as terrify ng as any Decepticon. So far this is a bitter truth that Defensor refuses to accept.

Abilities: Defensor has tremendous strength. He can lift 300 000 pounds with one hand. As a combination of the five Protectobots—Blades, Streetwise, Groove, First Aid and Hotspot—Defensor has a mind that is surprisingly sharp. Quite orally he suffers from brief mental lapses when the portion of his mind that is Groove's wanders. He is impervious to most artillery. He can surround himself and a 50-foot circle around him with a protective force-field. This however takes tremendous energy, so Defensor rarely uses the force field for more than a minute at a time. He wields a fireball cannon which shoots 2000 degree fahrenheit bursts of blue fire up to 1 5 miles.

Weaknesses: Other than the afore mentioned brief mental lapses Defensor's limbs sometimes fail to move upon command from his brain apparently due to poor circuit connections. He is not especially mobile or agile



DEVASTATOR

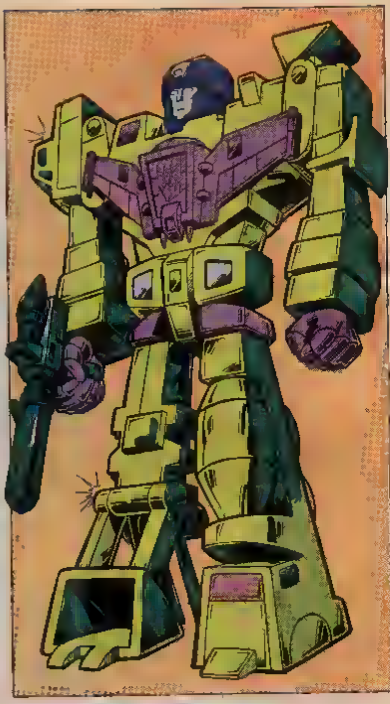
ALLEGIANCE DECEPTICON
SUBGROUP CONSTRUCTICON
FUNCTION WARRIOR
FIRST APPEARANCE TRANSFORMERS #1[illegible]

"Think ng and wanning do not m x

Profile Awesome and terrifying Devastator is the bizarre result of the six Constructicons Scrapper Scavenger Bonecrusher Hook Long Haul and Mixmaster join ng together to form a single giant robot He is unga nly and ploid ng but he is also brutality in its purest form a mechan cal be ng whose sole purpose is to crush and destroy all that stands n his path Devastators mind s truly unique and his own a meld ng together of h s six com ponents but l also represents a compromise h s thoughts are l m ted to what the six can agree upon The carry ng out of any complex thoughts is severely impeded by thir r competing minds Thus Devastator is seemingly a creature of almost pure instinct usually he acts before he can fully contemplate the consequences of his actions These actions are usually s mple d rect and extremely violent

Abilities Devastator has many of the abilities of his component parts but is somewhat l mited in the r use by his limited mental functions and awkward form He s over 60 feet tall and has incredible strength– he can knock down a bridge with one punch His solar energy rifle shoots a 10 000 degree centigrade heat beam a distance of s x m les

Weaknesses Devastator is slow and awkward and s relatively easy to trip up The inability of h s six component parts to better cooperate inhibits his mental functions allowing him to be easily outfoxed by most opponents



DIRGE

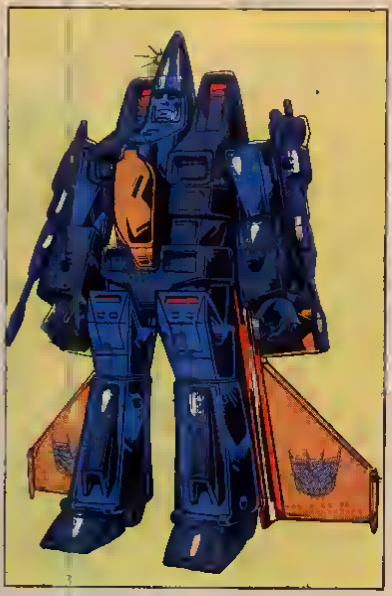
ALLEGIANCE DECEPTICON
FUNCTION WARRIOR
FIRST APPEARANCE: TRANSFORMERS #1!

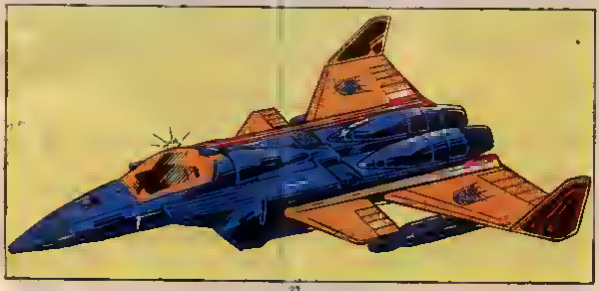
Fear is the element that unites all losers.

Profile: The chilling rumble of Dirge's engines as they approach from a distance is merely a prelude to the petrifying fear they induce in whomever is unlucky enough to hear as they pass overhead. And fear is something with which Dirge is quite familiar. He knows its all-consuming power, he understands how it can defeat even the mightiest of armies. He handles it with the same exacting proficiency that a concert pianist handles his piano's keys. Even his fellow Decepticons are put off a bit by his mournful, silent manner. Ramjet sums up everyone's feelings: "He gives me the creeps."

Abilities: In jet mode, the sound from Dirge's engines has the uncanny effect of producing sphincter-tingling circuit tingles in the cases of other robots. Fear is nearly paralyzing who hears it. Apparently the engines emit a combination of frequencies that has a disorienting fear provoking effect on the nervous systems of all those within earshot. He also carries two air-to-air missiles and two automatic machine guns.

Weaknesses: In order to perform well as a warrior Dirge needs to feel that he's in control of a situation. When things get out of hand, Dirge is prone to suffer from the very weapon he himself wields so effectively—fear. Dirge's usefulness evaporates under these conditions.





DIVEBOMB

ALLEGIANCE: DECEPTICON
SUBGROUP: PREDACON
FUNCTION: AERIAL ASSAULT
FIRST APPEARANCE: TRANSFORMERS #25

"Conquer the skies and all below you will fall."

Profile: Divebomb is like a kite: a darkly sharp-as he likes high overhead looking down at the ground below. He's so delighted with all the targets he has to choose from that he doesn't know where to begin. But it usually doesn't take long before he's gleefully shooting up the countryside. He's almost always in good spirits. The only thing that consistently ruffles his carbon-steel feathers is when he must surrender his own independence to combine with his fellow Predacons. He doesn't care for his fellow Predacons and detests sharing his components with them. When not engaged in combat, Divebomb usually busies himself in the building of his latest machines. Perched atop tall buildings or mountain peaks, these fanciful, fanciful constructions are commonly composed of late model sports cars, wings of low flying jets and the like-marqueess. "I like to live comfortably," says Divebomb.

Abilities: Rocket thrusters mounted on his back allow Divebomb to achieve speeds of 300 mph when in eagle mode. He has a 2000 mile range and can reach an altitude of 18 miles. High resolution telescopic lenses within his optical modules enable him to spot a dime from 10 000 feet. He can lift a tank and tear through its armored skin with his beak. In robot mode he uses a particle beam rifle with infrared sight and a laser-guided sword, which is guided to its target after Divebomb first pinpoints the target with a laser beam that shoots from the sword's tip. Divebomb combines with his fellow Predacons to form the giant robot, Predaking.

Weaknesses: Divebomb's internal guidance system is easily thrown off by magnetism. Such interference causes him to lose control while he's flying and makes him prone to crashing.

DRAG STRIP

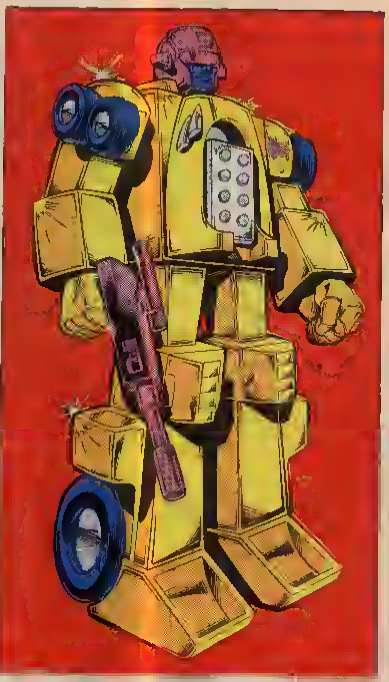
ALLEGIANCE DECEPTICON
SUBGROUP STUNTICON
FUNCTION WARRIOR
FIRST APPEARANCE TRANSFORMERS #22

"The first one to cross the finish line lives!

Profile Drag Strip would rather be scrapped than lose. It doesn't matter what the competition in he's involved in—racing, fighting or even just trading insults—Drag Strip always aims to come out on top. Maybe it's because he needs to feel important; maybe he enjoys humiliating others. It makes no difference to beat an opponent; he'll pull the nastiest, most underhanded tricks. And he relishes his victories—he makes certain everyone within earshot knows about them. He loves to gloat. His fellow Stunt cons feel he's a selfish egotistical boor and would just as soon not have him around. Even Decepticon Leader Megatron finds him insufferable and would sooner smelt him than talk to him. But he knows that as rotten as Drag Strip is for the Decepticons to be around, he's even worse company for the Autobots. And that, in Megatron's opinion, is a character trait to be much admired.

Abilities In car mode, Drag Strip can reach speeds of 250 mph and comes equipped with a plasma energy blaster that shoots an explosive ball of energy a distance of 2000 yards. In robot mode he uses a gravito-gun that enhances the gravitational field of a localized area so that anyone walking into the area would either be crushed by the increased gravity or have his body ripped apart as the gravity pulls him from different directions. He combines with the fellow Stunt-cons to form the giant robot Menasor.

Weaknesses In car mode, Drag Strip is prone to overheating, particularly at high speeds. His cooling system has been known to explode. He also suffers from the ill will of many of his fellow Decepticons; a definite liability in battle when he might require their cooperation.



EJECT

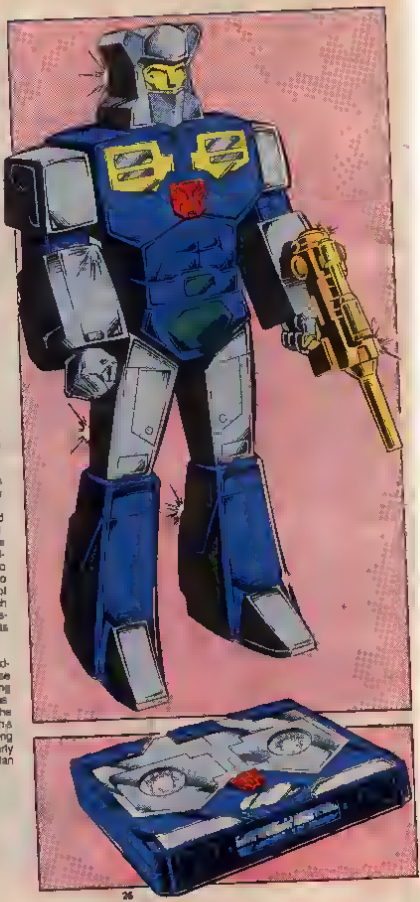
ALLEGIANCE: AUTOBOT
FUNCTION ELECTRONIC SUR VEILLANCE

"Clutch hitting is the key to an effective offense

Profile Simple descriptive phrases are insuffic ent for a confirmed Earthen sports fanatic like Eject. Sports cliches clutter his everyday conversation. To him a surprise attack on the Decepticons is a fast break. A victory is a "touchdown". Destroying an enemy is "hitting a grand slam". Few of the other Autobots understand anything Eject says, but they all appreciate the enthusiasm with which he says it. Eject's attention was first drawn to Earthen sports by the competitive spirit that characterizes them. Where he comes from, Cybertron, such a commitment of passion and energy is only known in the field of war. He therefore found it both surprising and fascinating to observe it in an entertainment. Now Eject is a devout follower, finding sports to be an immensely enjoyable diversion (some would say obsession.) But more importantly, he views sports with the fervent hope that one day it will forever replace war as the way for opponents to settle their differences.

Abilities Eject has the talent to be a play-by-play announcer. In most major sports, but lacks the opportunity. In casette mode, he is able to monitor and record local radio and television broadcasts, although he is more likely to tape Monday Night Football than a news bulletin on a Decepticon raid. He can also decode scrambled signals and tap into telephone conversations. In robot mode, he uses an overload gun, which temporarily disables its target by releasing a powerful burst of electricity into its target's neural circuitry.

Weaknesses Many important broadcasts are overlooked by Eject because of his preoccupation with monitoring sports. This sometimes results in disaster not only for him but also for the Autobots who rely on him. At times his millennial lapse snaps if he's recording something that gets him particularly worked up and tense, such as Nolan Ryan going for another no-hitter.



FIREFLIGHT

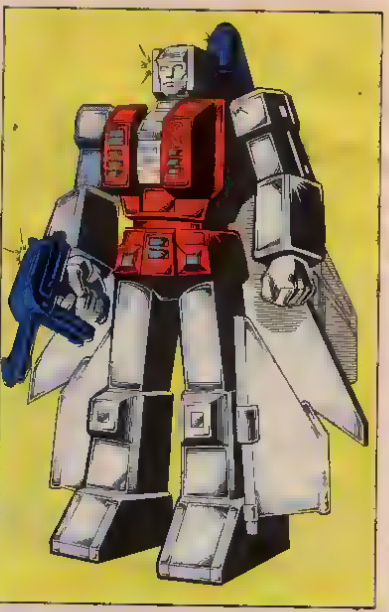
ALLEGIANCE AUTOBOT
SUBGROUP AERIALBOT
FUNCTION RECONNAISSANCE
FIRST APPEARANCE TRANSFORMERS #21

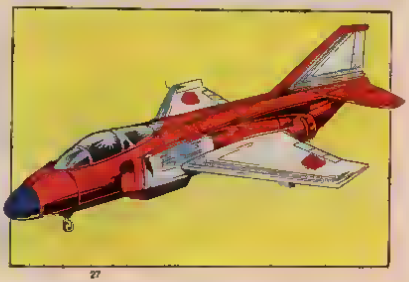
"When I'm flying, no enemy is safe—nor friend!

Profile If Aerialbots needed pilots licenses Fireflight would certainly never have gotten his. He's a definite hazard in the skies. He becomes mesmerized by the spectacular views he sees from above and consequently often pays little attention to where he's going leading to near-crashes with buildings mountains even other aircraft. Only constant prodding by his fellow Aerialbots keeps Fireflight's mind on his assigned tasks. But they can't get angry at him. They realize his carelessness is a result of what humans would call a child-like sense of wonder and they can hardly fault him for that. Still flying alongside him is definitely unnerving to the other Aerialbots. Sometimes I wonder whose side he's on," says Skydive.

Abilities Fireflight can fly at speeds up to Mach 2.0 with a range of 1000 miles. In jet mode he can shoot missiles that explode and release a mist of highly flammable liquid he calls "fire-fog." In robot mode he uses a photon displacer gun which severely distorts visual images by altering the course of photons in light waves. Anyone within the vicinity of a blast from this gun would not be able to see things as they actually are until after the gun's effects wear off which can take up to five minutes. He combines with his fellow Aerialbots to form the giant robot known as Superion.

Weaknesses As well as being a danger to others Fireflight is even more of a danger to himself. He just flies badly. And any human passengers inside his cockpit would all too quickly discover this fact. His sudden jerks jolts hairpin turns and rapid velocity changes can easily result in a severe neck sprain at the very least. His poor flying technique also makes him very fuel inefficient.





FIRST AID

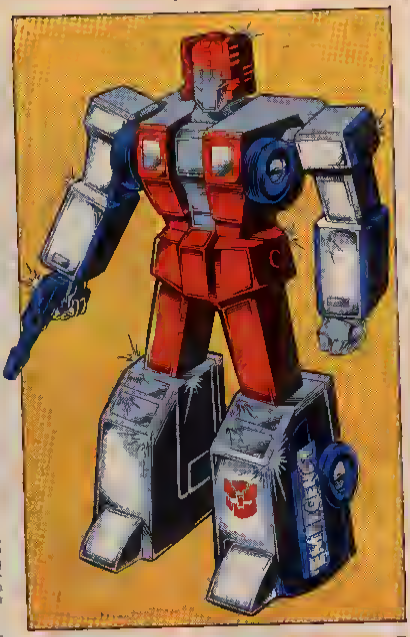
ALLEGIANCE AUTOBOT
SUBGROUP PROTECTOBOT
FUNCTION DOCTOR
FIRST APPEARANCE, TRANSFORMERS #24

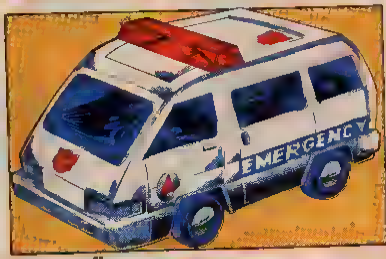
"An ounce of maintenance is worth a pound of cure"

Profile First Aid hates seeing a machine in pain—even if the machine itself is unaware that its hurting. He's been known to fix broken street lamps and administer water to overheated cars on his travels. This often delays him performing his normal duties but he's fellow Protectobots rarely take him to task over it. He's simply too compassionate. He's also overly cautious—he'll restrict an Autobot to the repair bay for a mere faulty directional signal. Although his comrades sometimes take issue with First Aid's judgment in such cases they know the quiet, hard-working doctor is only looking out for their best interests and that's a comforting thought.

Abilities In vehicle form, First Aid can travel at 140 mph with a range of 500 miles. He carries a dual barreled decrystallizer cannon which disrupts the crystalline structure of most metals reducing their tensile strength and making them vulnerable to fracture. In robot mode he carries a photon pistol that shoots light bursts with the equivalent brightness of 5,000 watt light bulbs enough to temporarily blind all but those whose optical sensors are the most heavily shielded. Each of his fists can emit a high temperature narrow laser beam which he uses for welding during surgical procedures. He combines with his fellow Protectobots to form the giant robot known as Defensor.

Weaknesses Other than his aforementioned tendency to be distracted First Aid occasionally suffers from electrical system breakdowns particularly when he uses his decrystallizer cannon. This sometimes leaves him unable to perform simple functions such as turning on his lights or worse leaves him completely immobilised.





FRENZY

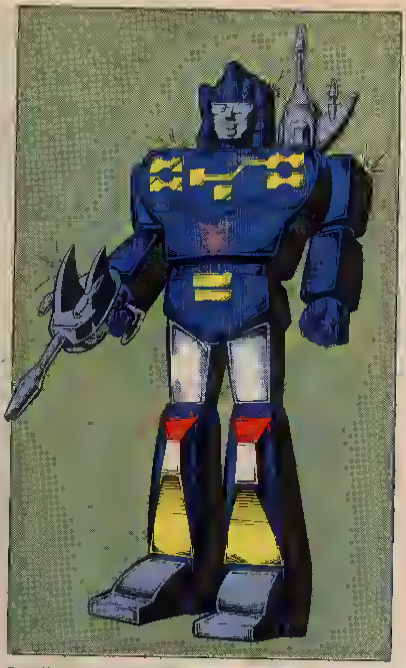
ALLEGIANCE: DECEPTICON
FUNCTION: WARRIOR
FIRST APPEARANCE: TRANSFORMERS #1

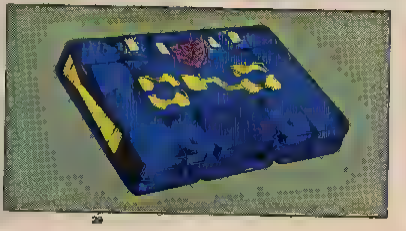
"Slow panic and surrender will bloom!"

Profile: With a fervor bordering on insanity, Frenzy plunges into conflict holding back not one molecule of his mechanical body. If it were necessary for him to breathe, war would be his oxygen. His lust for destruction knows no cause, no purpose—it only craves the fear it instills in others; the destruction it leaves in its wake. The other Decepticons appreciate Frenzy's boldness and enthusiasm—often this is enough to turn them from beaten a rusty retreat to launching a new offensive. But given his single-minded devotion to violence, even they find him hard to deal with on a personal level. They have no problem letting him lead the way into battle.

Abilities: His screaming voice and belligerent manner alone could shake up an opponent, but Frenzy can enhance this effect by spanning the drum-like devices in his torso. Rolling the drums against each other produces a high-pitched grating sound of up to 200 decibels which can severely disrupt the electrical flow within the circuits of anyone within earshot, resulting in all sorts of mechanical malfunctions. He's particularly adept at disorienting his opponents by neutralizing their auditory and balance centers.

Weaknesses: Like his brother Rumble, Frenzy's small stature limits his physical strength, but his abilities make him difficult to get near. A very cool logical reaction to his manic onslaught is often an effective way of countering his intimidating effect.





GEARS

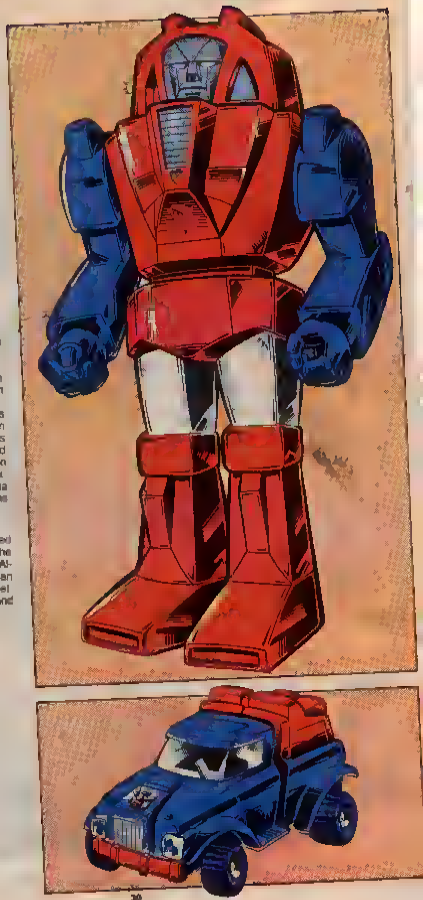
ALLEGIANCE AUTOBOT
FUNCTIONS TRANSPORT & RE CONNAISANCE
FIRST APPEARANCE TRANSFOR MERS #1

Earth stinks, but Decepticons stink worse

Profile Gears is the complainer in the group. He absolutely hates the Earth and everything about it and he is eager to let the others know this. He is a self-proclaimed misfit, the type who finds fault in everything and everyone, even himself. That is one of the reasons Optimus Prime finds him useful. Gears is so sour-tempered that the rest of the Autobots cheer themselves up by trying to cheer him up. Only Optimus knows that Gears' complaining is an act. Gears realizes his function is to force his companions to see what's good about a situation, and he performs accordingly.

Abilities Gears has tremendous strength and endurance. He is often used to tote heavy loads for long distances. He will even carry several of his comrades, to conserve fuel. He can launch himself to a height of 20 miles and then float back down to the ground by creating a compressed air cushion under his feet. This makes him an excellent reconnaissance agent and his ability to detect infrared wavelengths allows him to work night or day.

Weaknesses Since Gears has limited maneuverability when launched he makes an easy target if spotted. Although his sour personality is mostly an act, a reminder of his home planet Cybertron can often depress him and negatively affect his performance.



GRAPPLE

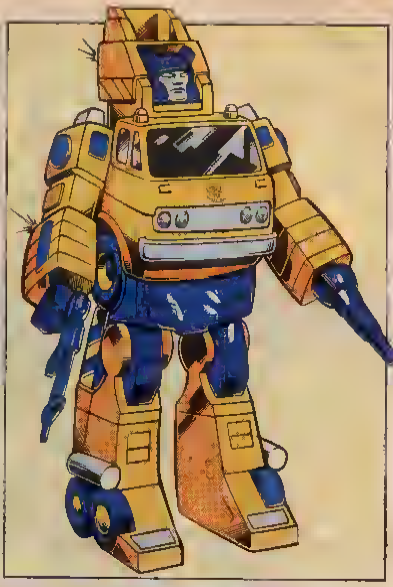
ALLEGIANCE: AUTOBOT
FUNCTION: ARCHITECT
FIRST APPEARANCE: TRANSFORMERS #14

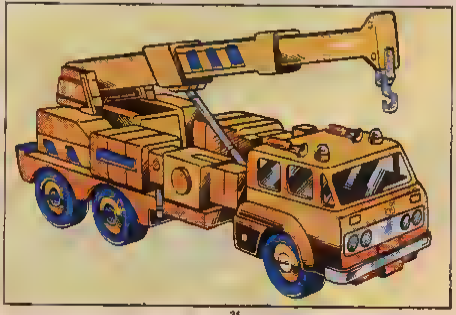
Beauty is in everything except war.

Profile: Back on Cybertron Grapple's building designs were considered works of art. He realizes that now in an alien environment on Earth his ideas are limited by the necessities of war. Nevertheless, he still takes enormous pride in what he does and strives for beauty and quality in all his creations. His problem is that he cares too much; he often succumbs to severe depression should one of his constructions be destroyed in the course of battle.

Abilities: In vehicular mode Grapple can lift up to 35 tons and position massive objects with uncanny precision and grace. In robot mode he uses a high temperature arc-welder rifle that shoots a stream of concentrated thermal energy as it seeks through and/or fuses its targets. He can launch explosive rockets a distance of 4.5 miles from the hand socket in each of his wrists.

Weaknesses: Grapple's extreme artistic sensitivity often results in moodiness and depression, diminishing his value to the other Autobots. He doesn't adapt well to his vehicle mode which often results in mechanical breakdowns.



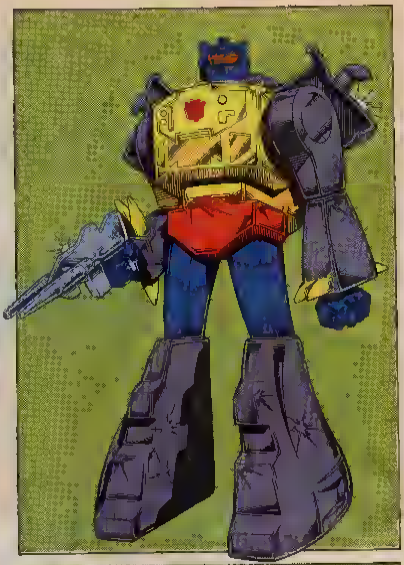
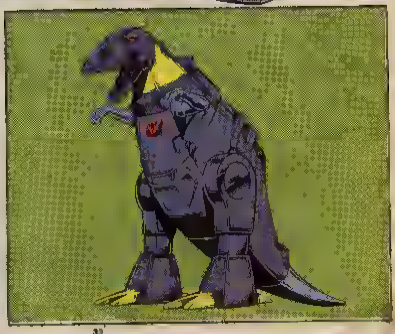
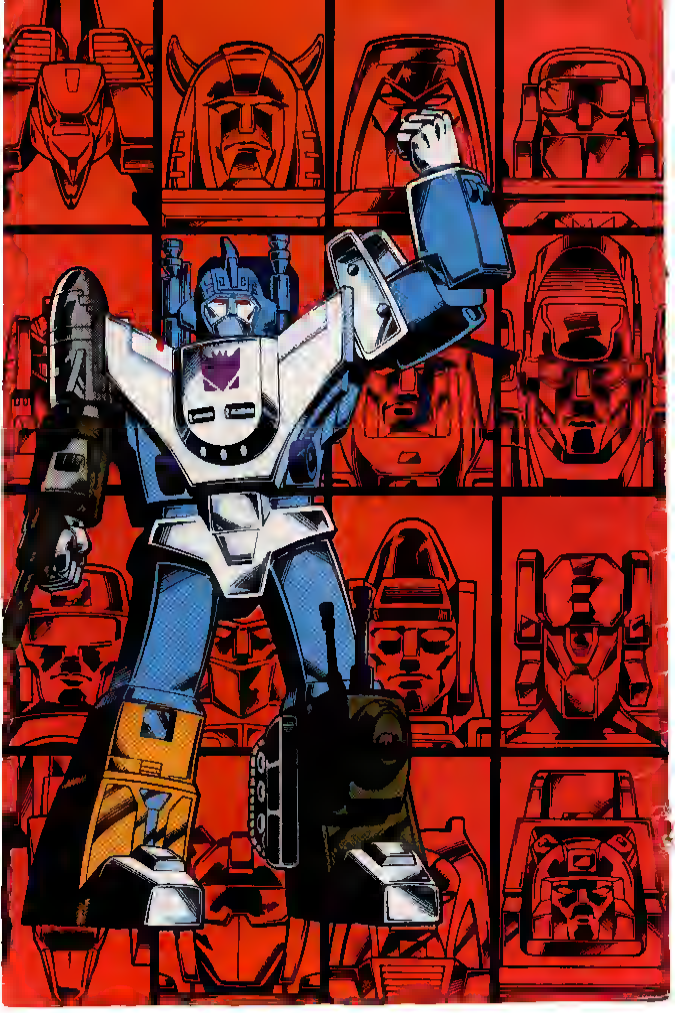


GRIMLOCK

ALLEGIANCE AUTOBOT
SUBGROUP DINOBOT
FUNCTION DINOBOT COMMANDER
FIRST APPEARANCE TRANSFORMERS #4

Among the winners there is no room for the weak.

Profile The most fearsome and powerful of the Dinobots, Grimlock would gladly usurp Optimus Prime's role as Autobot Commander if he thought he could get away with it. For now he's happy to tear into the enemy Decepticons whenever he can and wait for a more opportune moment to try for the leadership. He can be cold and merciless and shows contempt for those he views as weak, such as humans and even some fellow Autobots. But he is a valiant warrior and his actions command respect from all who are witness to them, both friend and foe.

Abilities Grimlock's strength is second only to Optimus Prime's, and even that is arguable. In Dinobot mode he can use his powerful jaws to snap in two virtually anything that comes between them — from a 4 foot diameter steel cable to a Decepticon leg. In Autobot mode he wields an energo sword which can slice a 2 foot thick concrete wall with one sweep of its crackling blade. He also uses a double-barreled self-propelled rocket launcher.

Weaknesses Other than arrogance and lack of speed, Grimlock has no significant weaknesses.